

Udacity AIND, Foundations of AI: Project 3, Create a Domain-Independent Planner

	Breadth-First-Search		Depth-First-Graph-Search		Uniform Cost Search	
Air Cargo Problem 1	<i>Expansions</i>	43	<i>Expansions</i>	21	<i>Expansions</i>	55
	<i>Goal Tests</i>	56	<i>Goal Tests</i>	22	<i>Goal Tests</i>	57
	<i>New Nodes</i>	180	<i>New Nodes</i>	84	<i>New Nodes</i>	224
	<i>Plan Length</i>	6	<i>Plan Length</i>	20	<i>Plan Length</i>	6
	<i>Time</i>	0.032	<i>Time</i>	0.015	<i>Time</i>	0.038
Air Cargo Problem 2	<i>Expansions</i>	3343	<i>Expansions</i>	624	<i>Expansions</i>	4852
	<i>Goal Tests</i>	4609	<i>Goal Tests</i>	625	<i>Goal Tests</i>	4854
	<i>New Nodes</i>	30509	<i>New Nodes</i>	5602	<i>New Nodes</i>	44030
	<i>Plan Length</i>	9	<i>Plan Length</i>	619	<i>Plan Length</i>	9
	<i>Time</i>	14.324	<i>Time</i>	3.501	<i>Time</i>	12.068
Air Cargo Problem 3	<i>Expansions</i>	14663	<i>Expansions</i>	408	<i>Expansions</i>	18235
	<i>Goal Tests</i>	18098	<i>Goal Tests</i>	409	<i>Goal Tests</i>	18237
	<i>New Nodes</i>	129631	<i>New Nodes</i>	3364	<i>New Nodes</i>	159716
	<i>Plan Length</i>	12	<i>Plan Length</i>	392	<i>Plan Length</i>	12
	<i>Time</i>	105.178	<i>Time</i>	1.967	<i>Time</i>	53.048
	A* h₁		A* h_{ignore_preconditions}		A* h_{pg_levelsum}	
Air Cargo Problem 1	<i>Expansions</i>	55	<i>Expansions</i>	55	<i>Expansions</i>	11
	<i>Goal Tests</i>	57	<i>Goal Tests</i>	57	<i>Goal Tests</i>	13
	<i>New Nodes</i>	224	<i>New Nodes</i>	224	<i>New Nodes</i>	50
	<i>Plan Length</i>	6	<i>Plan Length</i>	6	<i>Plan Length</i>	6
	<i>Time</i>	0.037	<i>Time</i>	0.050	<i>Time</i>	0.593
Air Cargo Problem 2	<i>Expansions</i>	4852	<i>Expansions</i>	4852	<i>Expansions</i>	86
	<i>Goal Tests</i>	4854	<i>Goal Tests</i>	4854	<i>Goal Tests</i>	88
	<i>New Nodes</i>	44030	<i>New Nodes</i>	44030	<i>New Nodes</i>	841
	<i>Plan Length</i>	9	<i>Plan Length</i>	9	<i>Plan Length</i>	9
	<i>Time</i>	12.053	<i>Time</i>	13.292	<i>Time</i>	52.880
Air Cargo Problem 3	<i>Expansions</i>	18235	<i>Expansions</i>	18235	<i>Expansions</i>	318
	<i>Goal Tests</i>	18237	<i>Goal Tests</i>	18237	<i>Goal Tests</i>	320
	<i>New Nodes</i>	159716	<i>New Nodes</i>	159716	<i>New Nodes</i>	2934
	<i>Plan Length</i>	12	<i>Plan Length</i>	12	<i>Plan Length</i>	12
	<i>Time</i>	53.630	<i>Time</i>	58.056	<i>Time</i>	265.786

Depth first search consistently performs the most poorly, giving the largest plan length, though in the shortest amount of time. This is due to the fact that Depth first search must traverse the search tree all the way from top to bottom, reaching the goal state quickly but creating the least efficient plan. Uniform cost search, A* using h₁, and A* using h_{ignore_preconditions} return identical results, though ignore_preconditions takes the longest to create a plan. Breadth first search performs marginally faster for Air Cargo Problem 1, but otherwise A* h₁ and Uniform cost search are clearly the most efficient algorithms, and therefore deemed as providing the optimal solution. This is because Breadth first search traverses nodes sequentially while uniform cost search uses nodes of similar cost, and h₁ uses heuristics to efficiently solve the problem. Even though A* using levelsum consistently has the least expansions, goal tests, and new nodes, it's performance is slower than A* h₁ and Uniform cost search since it has to iterate through multiple levels to find the levelsum, depending on where the goals are. Below are the resulting plans for each problem, using the most optimal solution based on the recorded times and shortest plans from the tables above. As stated in module 32 (*A* Search 5*) of *Lesson 11: Search* of the video lessons, A* finds the lowest cost path if the heuristic underestimates the true cost, making h optimistic and admissible, supporting the results and analysis above. Similarly, in module 26 (*On Uniform Cost*) of the same lesson, uniform cost search is shown to search in the direction of the goal rather than in all directions, significantly improving results and time to find the goal.

Optimal solution for problem 1 using A* h₁

Load(C1, P1, SFO)
Load(C2, P2, JFK)
Fly(P1, SFO, JFK)
Fly(P2, JFK, SFO)
Unload(C1, P1, JFK)
Unload(C2, P2, SFO)

Optimal solution for problem 2 using A* h₁

Load(C1, P1, SFO)
Load(C2, P2, JFK)
Load(C3, P3, ATL)
Fly(P1, SFO, JFK)
Fly(P2, JFK, SFO)
Fly(P3, ATL, SFO)
Unload(C3, P3, SFO)
Unload(C1, P1, JFK)
Unload(C2, P2, SFO)

Optimal solution for problem 3 using Uniform cost search

Load(C1, P1, SFO)
Load(C2, P2, JFK)
Fly(P1, SFO, ATL)
Load(C3, P1, ATL)
Fly(P2, JFK, ORD)
Load(C4, P2, ORD)
Fly(P2, ORD, SFO)
Fly(P1, ATL, JFK)
Unload(C4, P2, SFO)
Unload(C3, P1, JFK)

Unload(C1, P1, JFK)

Unload(C2, P2, SFO)